

NECRONS

TRIARCH
PRAETORIANS

M10"

T5

SV3+

W2

LD7+

OC1

80–160 PTS

Base 32mm



- Deep Strike
- Reanimation Protocols

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Particle caster

DEVASTATING WOUNDS

PISTOL

R	A	BS	S	AP	D
12"	3	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Rod of covenant

R	A	BS	S	AP	D
12"	1	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4ANGRIFF

Relentless Combatants

You can re-roll Charge rolls made for this unit, and this unit is eligible to declare a charge in a turn in which it Fell Back.

5NAHKAMPF

Rod of covenant

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Voidblade

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

Reanimation Protocols

If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols: -...

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

5-10x Triarch Praetorian

Ausrüstung:

Particle caster, Rod of covenant, Voidblade

Each Triarch Praetorian can replace its Rod of covenant with Particle caster and voidblade.

KEYWORDS Infantry, Fly, Triarch Praetorians · FRAKTION Necrons